

*AMENDMENTS TO THE CLAIMS*

This listing of claims replaces all prior versions, and listings, of claims in the application.

Claims 1-33 (Cancelled)

34. (Currently Amended) A game management system for managing a game which is played on a game table and employs a plurality of playing cards and a plurality of chips, the game management system comprising:

- card identification tags identifying each of the plurality of playing cards, ~~a~~ respective card identification ~~tag~~ tags being located within each of the plurality of playing cards;

- chip identification tags identifying each of the plurality of chips, a respective chip identification tag being located within each of the plurality of chips;

- a first identification information detector detecting card identification information recorded in the card identification tag of each of the plurality of playing cards, the first identification information detector being located within the game table;

- a second identification information detector detecting chip identification information recorded in the chip identification tag of each of the plurality of chips, the second identification information detector being located within the game table;

- a plurality of ID cards distributed to respective participants in the game and in which personal information identifying the respective participants in the game is recorded, each ID card including a deposit checking unit for confirming betting value available for the respective participant;

- a card reader located within the game table for reading the personal information from the ID cards;

a keypad located at the game table for inputting a bet on the game based upon the value available to a respective participant and confirmed by the deposit checking unit; and

a server managing tracking of movements of the plurality of playing cards and of the plurality of chips during the game and results of the game played on the game table, in association with the personal information acquired by the reader, the card identification information detected by the first identification information detector, and the chip identification information detected by the second identification information detector, wherein

the card identification information tags of each of the playing cards ~~is configured by a combination~~ include respective combinations of resonant tags which are disposed on ~~each of the~~ corresponding playing cards and transmit respective combinations of frequencies,

the first identification information detector includes ~~first~~ identification detectors which are located proximate a dealer and a participant of the game, and

each of the ~~first identification information~~ detectors includes

a card frequency register associating respective combinations of frequencies of echo waves transmitted from the respective combinations of resonant tags with the corresponding playing cards,

a receiver that detects the combinations of frequencies of the echo waves transmitted from the resonant tags, and

an analysis collation unit that collates the respective combinations of frequencies of the echo waves detected by the receiver and the respective combinations of frequencies registered in the card frequency register with the corresponding playing cards.

35. (Previously Presented) The game management system according to claim 34, wherein

the tracking of movement of the plurality of playing cards during the game includes obtaining information concerning the cards upon beginning of the game and movement histories of the playing cards during the game, and

the results of the game include information concerning the playing cards remaining upon ending of the game.

36. (Previously Presented) The game management system according to claim 35, wherein the information concerning the playing cards at the beginning of the game includes kinds of the playing cards and number of the playing cards at the beginning of the game.

37. (Previously Presented) The game management system according to claim 35, wherein the information concerning the playing cards remaining at the ending of the game includes kinds of the playing cards and number of the playing cards remaining at the ending of the game.

38. (Previously Presented) The game management system according to claim 34, wherein

the tracking of movements of the chips during the game includes obtaining information concerning the chips bet upon beginning of the game and movement history of each of the chips during the game, and

the results of the game include information concerning the chips remaining upon ending of the game.

39. (Previously Presented) The game management system according to claim 38, wherein the information concerning the chips bet at the beginning of the game includes kinds of the chips and number of the chips bet at the beginning of the game.

40. (Previously Presented) The game management system according to claim 38, wherein the information concerning the chips remaining at the ending of the game includes kinds of the chips and number of the chips remaining at the ending of the game.

41. (Previously Presented) The game management system according to claim 34, wherein the results of the game include total remaining betting value at ending of the game.

42. (Previously Presented) The game management system according to claim 34, wherein the server detects fraud during the game, which is committed by a participant identified using the personal information, based on the tracking of the movement of the plurality of cards and of the plurality of chips and the results associated with the personal information of respective participants.